Drawings

est about the treat of the treat court of the treat

+

Figure 1

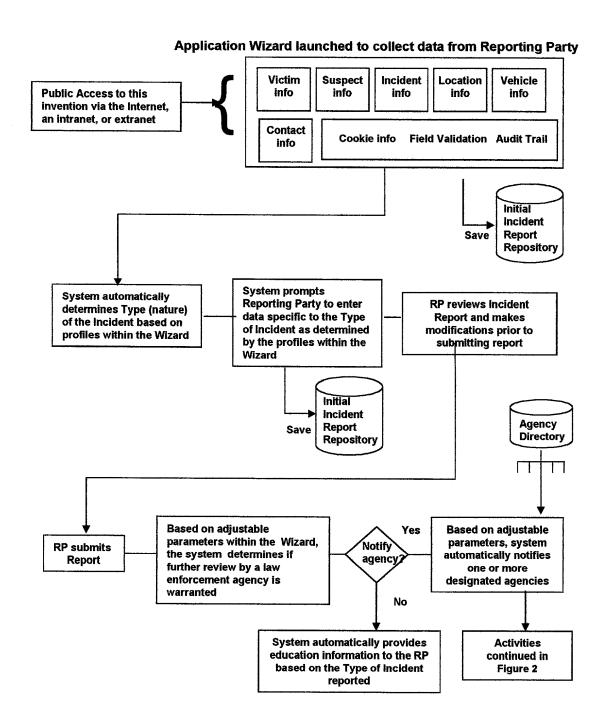
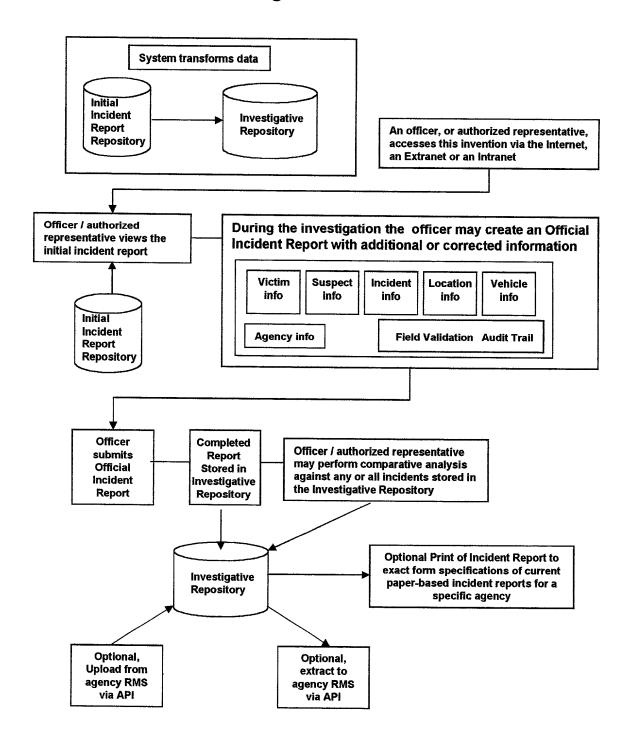
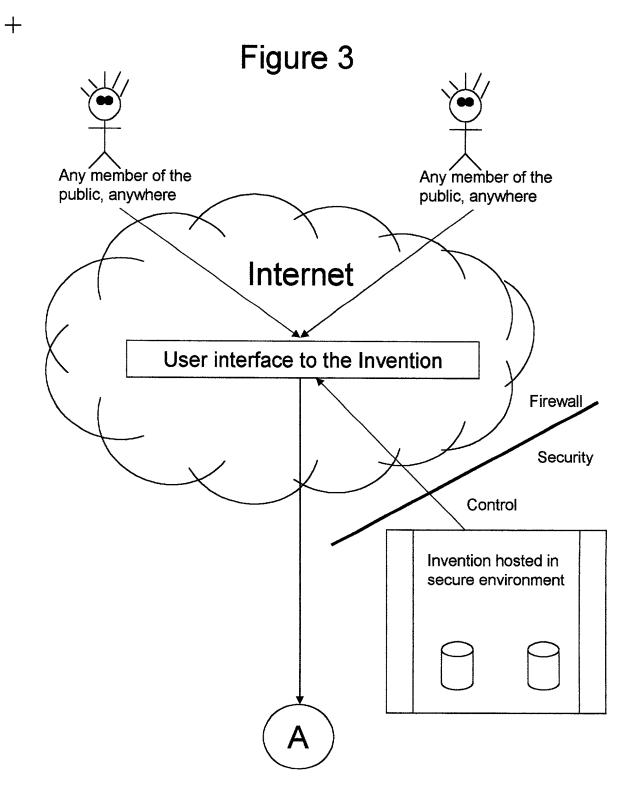


Figure 2

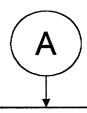


┿



+

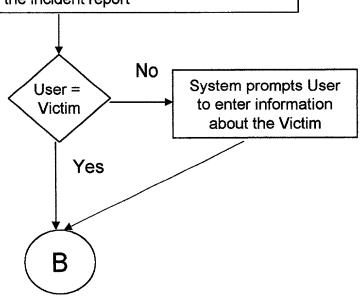
Figure 4



User elects to:

- 1. Report an Incident that has happened against an Organization 2. Report a Tip
 - 3. Report an Incident that has happened to a person

System prompts User (the Reporting Party) for specific key parameters that will enable the system to tailor the automated Wizard that will guide the user through the process of creating the incident report



+

Figure 5

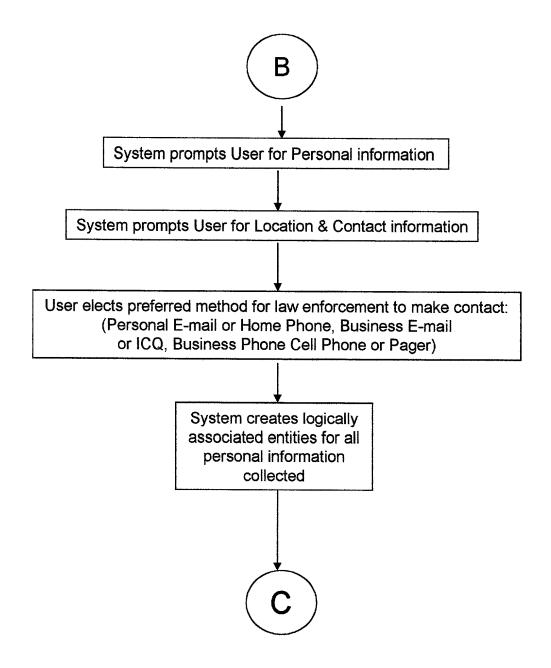
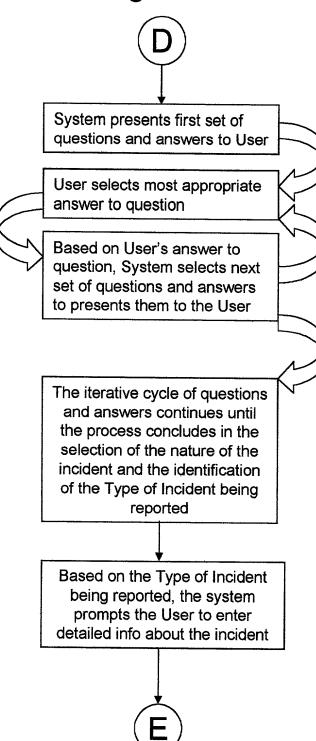


Figure 6 System prompts Reporting Party to enter info about the incident - this is accomplished by means of deliberate & specific questions Logic is based on iterative sets of questions that are driven by the User's answer to the previous question set. Each iterative cycle of questions and answers provides an intuitive approach, and guide to the User, for the generation of an incident report. Each iterative cycle of question sets and answers provides an automated method for systematically determining the nature of the incident and identifying the type of information that needs to be collected about a specific type of incident (e.g. stalking, theft, child pornography, etc.) The answers that the User provides will profile the victim, the subject of the complaint (suspect), and the nature of the incident.

Figure 7



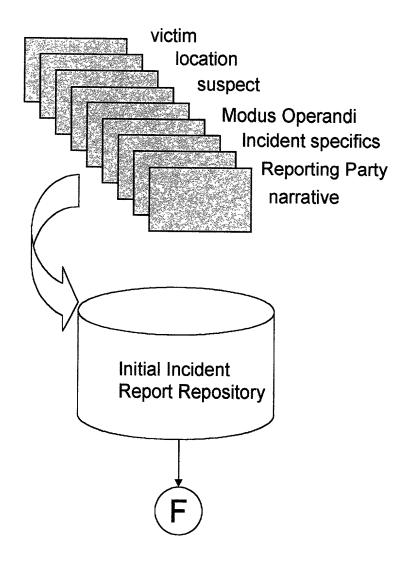
┿



Figure 8



System creates logically associated entities for all information collected; including but not limited to:



┿

+

Figure 9



System matches values within Incident Report to predefined parameters specified for Agency notifications and sends appropriate notifications via multiple channels: e.g. email, telephony, fax, direct API

System provides the ability for the User to print the Incident Report

System provides education information to the User specific to the type of Incident reported

